



Library Clue is played just like the Clue® board game, except the teens are the characters (suspects) and the library is the game board. You can expect the game to last about an hour. This game can also be easily adapted to any theme.

1. If you have a very large group of participants, divide them into teams with an adult sheriff (or a fair teen leader). Each team will work independently to solve their crime. Just for keeping things organized it helps to color the code the groups (red team, blue team, etc.). Make up the cards for the teams ahead of time. You can change the names, rooms, and items to whatever makes sense for your Library.
2. You will want to use different rooms for each of the settings. For fun you can set up a scene in each room with a weapon, outline of a body, and a book. You should also put a sign in each room so that the teams can identify which room they are in. If you're feeling ambitious you could even create a map.
3. Each player receives a small folder with the story (accompanying this sheet) on the front, an envelope to keep clues in, their playing cards, a name tag with their character name, and a pencil. Have someone in the group read the story out loud to the group to start the game.
4. The sheriff has 18 clue cards, one for each character, weapon and room. The sheriff will choose one character card, one weapon card and one room card and hide them in a pocket; those cards are the solution for his team. The remaining cards are passed out to the group; they need to mark the cards they receive off their lists and then play the game to deduce which of the remaining clues are the solution by asking questions of the other suspects.
5. In theory, the players are supposed to keep their suspicions secret and hide their own clues from the other players until they are asked a question, but expect some collaboration!
6. To keep confusion down to a minimum, each team should start in a different room and then follow the order on the playing card for the consecutive rooms. The sheriff should keep track of whose turn it was to go first in each room. The players' turns followed the order of characters on the playing card.

Library Clue Cards

~Suspects~

The Library Page
The Volunteer
The Director
The Cataloger
The Reference Librarian
The Library Patron

~Weapons~

Book Embosser
Laminator
Stapler
Laptop
Book Cart
Book Scanner

~Rooms~

The Office
The Meeting Room
The Youth Department
The Reference Desk
The Staff Room
The Cataloging Room

The player would ask his question the next character on the list.... "I think the Library Page did it with the Book Embosser in the Cataloging Room". If the next player can show one of those cards to him, then he can mark that clue off his list and it is the next person's turn. If not, he asks the same question of the next player and the next, until someone can show him a clue. Each player gets one turn in each room. The team then moves on to the next room.

When a player thinks he has the solution, he officially announces to the Sheriff he is giving a solution and makes his best guess. If anyone can show him a card that proves him wrong, his turns are over but he must remain with the group to be asked questions. If his solution is correct, he wins for that team.

7. You can do small prizes for the winners or not, whatever works best for your budget, library, of program.

THE STORY

The Library Trustees demand that the mystery surrounding the (*choose your title – I went with “Youth Librarian” so I could be the body*) Librarian’s death be solved tonight!

Who done it? Where did they do it? With what weapon?

They have set down the following procedures to arrive at the truth of the matter:

- You and your teammates are the suspects because you were seen heckling the Librarian at the last program.
- The sheriff will take all of you to the possible crime scenes where you will proceed to question each other.
- The actual criminal, weapon, and crime scene cards are held by the sheriff. You hold a notebook to collect information.
- The sheriff will give you several cards, mark these off your list and place them in the pocket inside your notebook.
- **Important: Do not allow anyone else to see your cards or notes at this time.**

The first person to make a suggestion is determined by the room number you are in:

- | | |
|-------------------------|--|
| 1. The Office | 1. The Library Page plays first |
| 2. The Meeting Room | 2. The Volunteer plays first |
| 3. The Youth Department | 3. The Director plays first |
| 4. The Reference Desk | 4. The Cataloger plays first |
| 5. The Staff Room | 5. The Library Patron plays first |
| 6. The Cataloging Room | 6. The Reference Librarian plays first |

The players follow numerical order to take their turns

Making a suggestion:

When you enter a room, the first player may make a SUGGESTION of who did it, where it happened, and, with what weapon the crime was committed. The room you suggest **MUST** be the room you are in. The player that is next to you numerically (*For example: if you are 3, then ask player 4*) must then look through his cards to see if he has **ONE** card that will disprove your suggestion and show it to **only you**. If he has one, then the next player (*player 4 in this case*) gets to make a suggestion. If he does not have a card that will disprove your suggestion, then you ask the next player (player 5) and so on until someone can show you **ONE** card to disprove your suggestion. You can then mark that card off in your notebook.

Listen carefully to the other players and make as many notes as you like to help you solve the crime by eliminating suspects, weapons, and places. If no one is able to prove your suggestion false, you may end your turn or make an accusation now. You may want to suggest some of the cards in your own hand to mislead others or to gain information. You may make only **ONE** suggestion in each of the rooms.

Making an accusation:

When you think you have figured out what 3 cards the sheriff is holding, you may – on your turn – make an accusation of whichever suspect, weapons, and room you think is the solution. You ask the sheriff if your accusation is correct. You may make **ONE** accusation during the game. If it is correct, you have won! If it is incorrect, you may not make any more suggestions but you will still participate.